

Progress (100%)

≡ Item 1/10



The **escape character** owes its name to the fact that it:

- ☐ cannot be caught due to its high speed
- ☐ escapes from source files into the computer memory
- ☒ changes the meaning of the character next to it

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Item 2/10

The meaning of the **positional parameter** is determined by its:



name



position



appearance

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Progress (100%)

≡ Item 3/10



The most important difference between integer and floating-point numbers lies in the fact that:

- ☐ they cannot be used simultaneously
- ☐ integers cannot be literals, while floats can
- ☒ they are stored differently in the computer memory

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≡ Item 4/10

The `0x` prefix means that the number after it is denoted as:



☐ an octal

☒ a hexadecimal

☐ a decimal

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Item 5/10

The `//` operator:



does not exist



performs integer division



performs regular division

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≡ Item 6/10

The result of the following addition:

123 + 0.0



☐ cannot be evaluated

☐ is equal to 123

☒ is equal to 123.0

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≡ Item 7/10

Only one of the following statements is true - which one?



☐ addition precedes multiplication

☒ multiplication precedes addition

☐ neither statement can be evaluated

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≡ Item 8/10

Right-sided binding means that the following expression:

1 ** 2 ** 3

will be evaluated:



☒ from right to left

☐ in random order

☐ from left to right

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≡ Item 9/10

A **keyword** is a word that:



☒ cannot be used as a variable name

☐ is the most important word in the whole program

☐ is the key to the puzzle

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≡ Item 10/10

A value returned by the `input()` function is:



☒ a string

☐ an integer

☐ a float

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